Vandal-Hearts® II

PlayStation®

NTSC U/C

PlayStation®

MATURE

M

CONTENT RATED BY ESRB

SLUS-00940
00940

KONAMI®

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

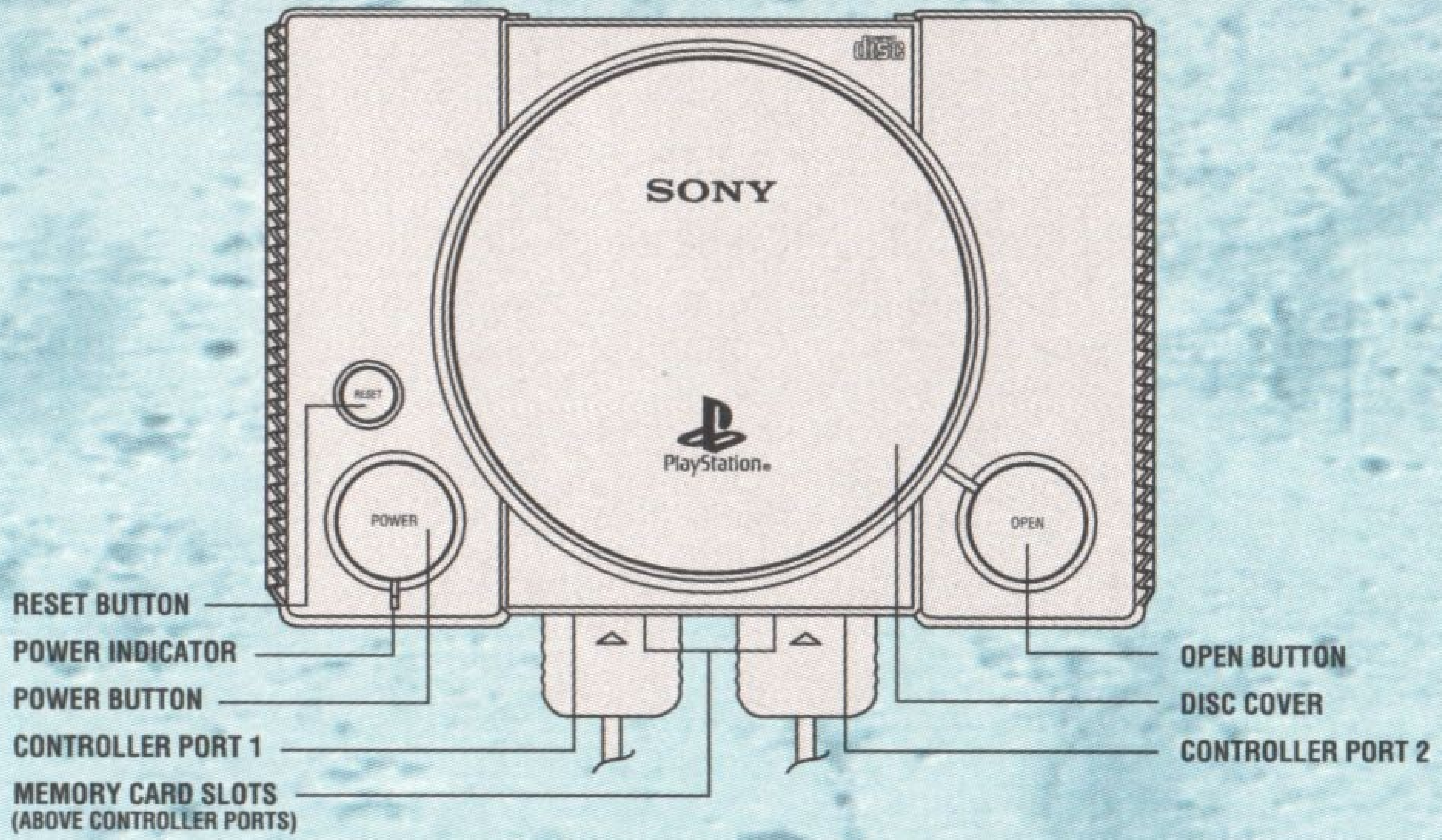
HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CONTENTS

Getting Started 2
Using the Controller 3
Events Leading Up to the Establishment of Four Great Powers ...5
Game Flow 7
Starting the Game 8
Saving and Loading 9
The World Map: Details of the City and Commands 10
City Commands 12
Units and Classes 13
Type of Equipment 14
Weapons 15
About Techniques 16
Weapon Customization (Exchanging Techniques) 17
Battle Systems 19
About the Characters 25
Vandal-Hearts® II Q&A 28
Credits 29

GETTING STARTED



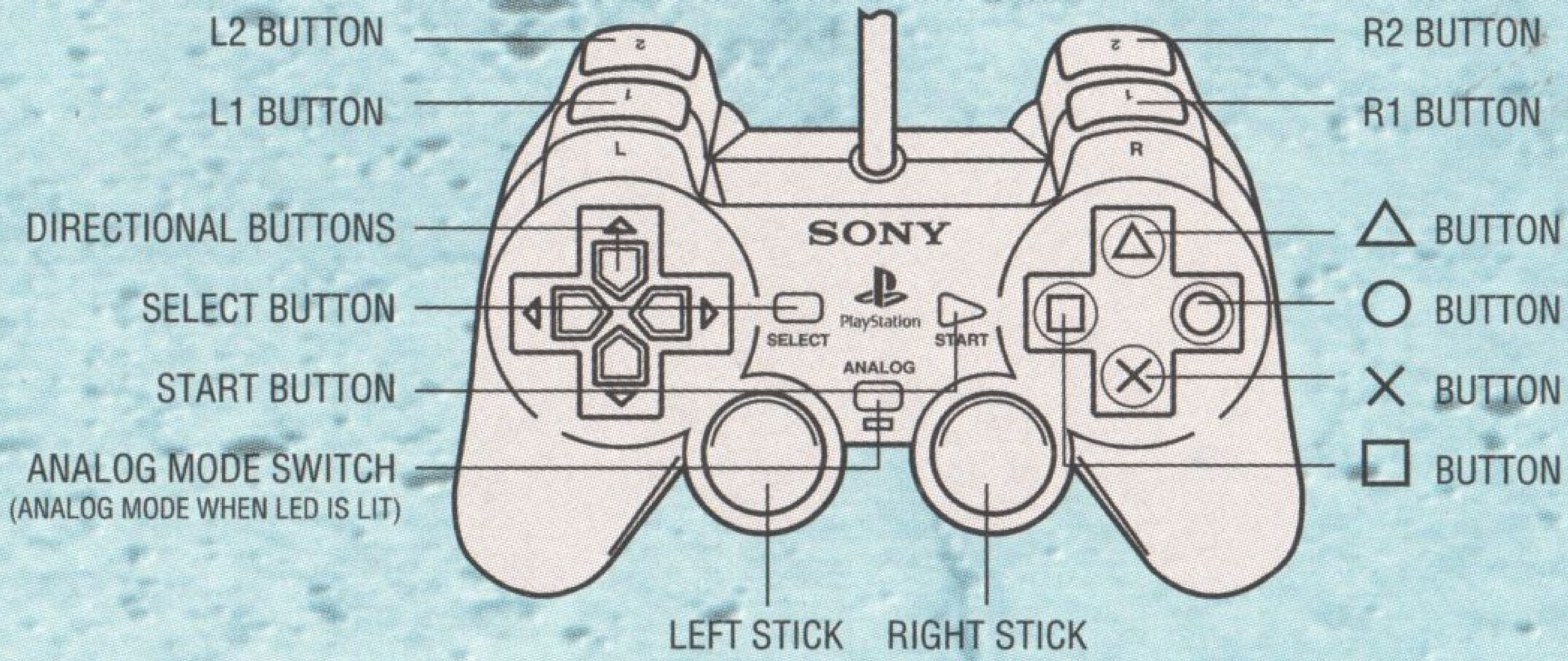
Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the **VANDAL-HEARTS® II** disc and close the disc cover. Insert a game controller and turn on the PlayStation game console. Follow on-screen instructions to start a game.

Memory Cards

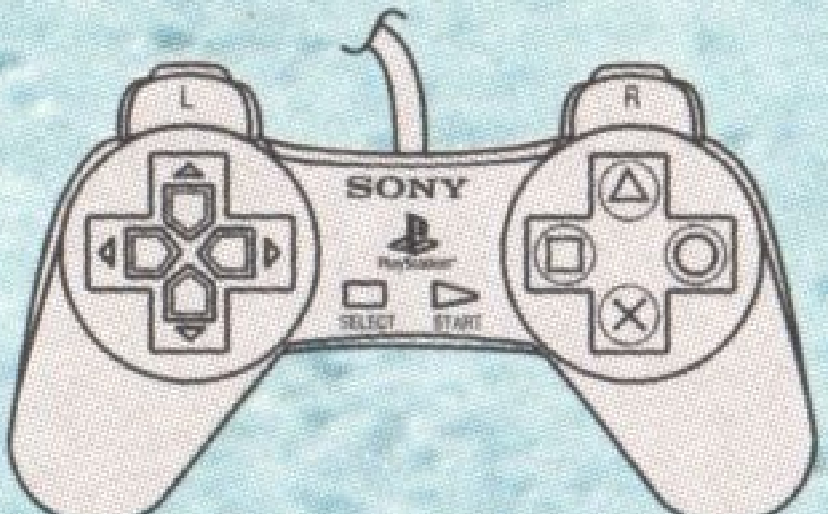
To save game settings and progress, insert a Memory Card into Memory Card slot 1 or slot 2 of the PlayStation game console before starting play. You can load your saved games from the same card, or from any Memory Card containing previously saved **VANDAL-HEARTS® II** games. For more information on saving and loading, see page 9.

USING THE CONTROLLER

Analog Controller



Controller



You may have a controller that looks like this. Button functions on a regular controller are the same as those on an analog controller.

Within the Battle Map

Directional buttons ..... Move map and window cursors.

● button .... Confirm / Talk.

✕ button .... Cancel button / Press for high-speed movement of map cursor.

■ button .... Search for non-active unit.

▲ button .... Press when the [▲ button = guidance] mark is displayed on the lower right of the screen to display a detailed explanation of the cursored location.

L1/R1 buttons .... Rotate field of view to left/right.

L2/R2 buttons .... Tilt field of view to above/below.

Start button .... Press to view player's units in flashing blue, enemy forces' units in flashing red.

Select button .... Check the attack range of non-active enemies.

World Map/City

Directional buttons ..... Move the window cursor.

● button .... Confirm button.

▲ button .... Press when the [▲ button = guidance] mark is displayed on the lower right of the screen to display a detailed explanation regarding the content of the cursored location.

Start button .... Call up the main commands (in the World Map).

EVENTS LEADING UP TO THE ESTABLISHMENT OF FOUR GREAT POWERS

Long ago, the foolish race of Man stole the seed of the Lifetree from the Garden of the Gods and used its celestial powers to build an empty paradise. There they squandered their days in the pursuit of decadent pleasures and sinful ways and lived their lives however their desires led them.

God was not to be mocked. He sent great hardships to the land to cleanse away the evil and bestowed on Nirvath the Divine a sacred sword, forged with miraculous powers. God bid him save the handful of people who had preserved piety in their hearts.

Aided by the power of the sacred sword, Nirvath led the blessed few to unspoiled land after a long and difficult journey. The sword, with the last of its powers used, shattered into a thousand pieces. Scattered throughout the world, each piece is said to have become the first of every weapon known to mankind.

Following the journey, Nirvath led his people in conquering regional clans and building a nation that became the giant Nirvadia Church State claiming dominion over all of the Rognant Continent. Under the banner of the Nirvadia Church State and its founder St. Nirvath, the continent knew nothing but peace for age after age.

However, soon after the Holy Year 300, the State found its authority threatened by repeated attacks from infidel forces and the swelling ranks of saboteur monks. What the State lost, regional lairds and great seigneurs gained in the form of greater autonomy and ambition. Small-scale territorial skirmishes became commonplace. Eventually, this bred a climate leading to regional strife in the Great Theological Polemic. A strife which in turn, in the Holy Year 425 A.S., escalated into a war that raged through the entire continent of Rognant.

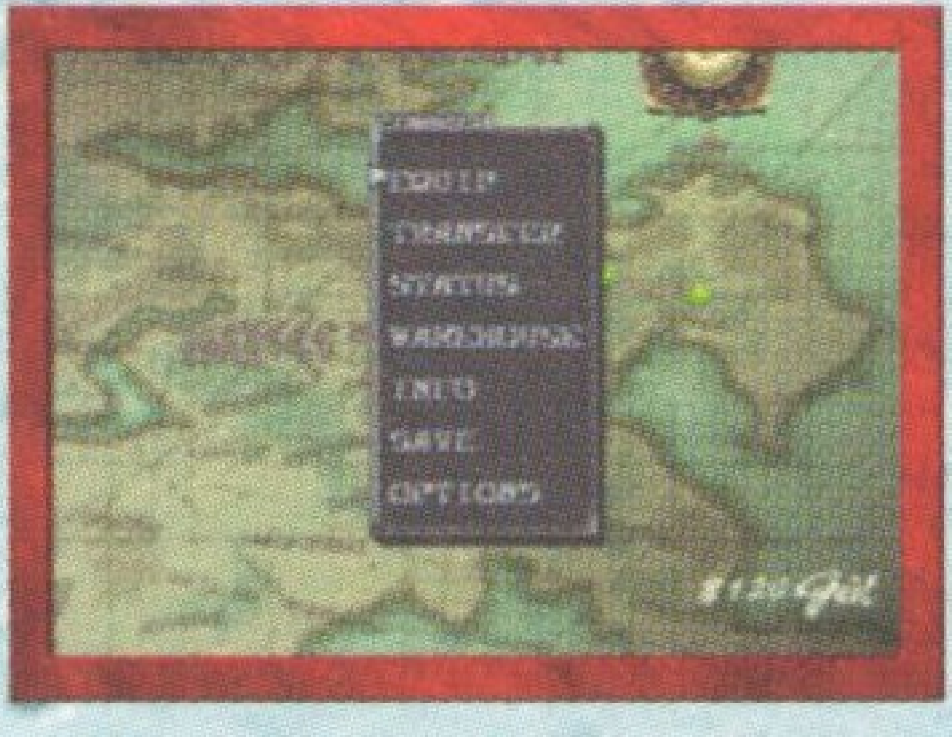
The war, which was to later be called "The War of Separation," ended in the signing of the peace treaty of Fergatha, approved by Pope Lopeth IV. Under the treaty, some thirty regions were recognized as independent sovereign states, effectively dismantling the Nirvadia Church State. In the generations that followed, these infant states opted for limited reunification again and again through war and sovereign marriages, thus ushering in the current era of four great powers (Kingdom of Natra, The Church State of Nirvadia, Republic of Vernantze, and Zora-Archeo Twin Empire).

GAME FLOW

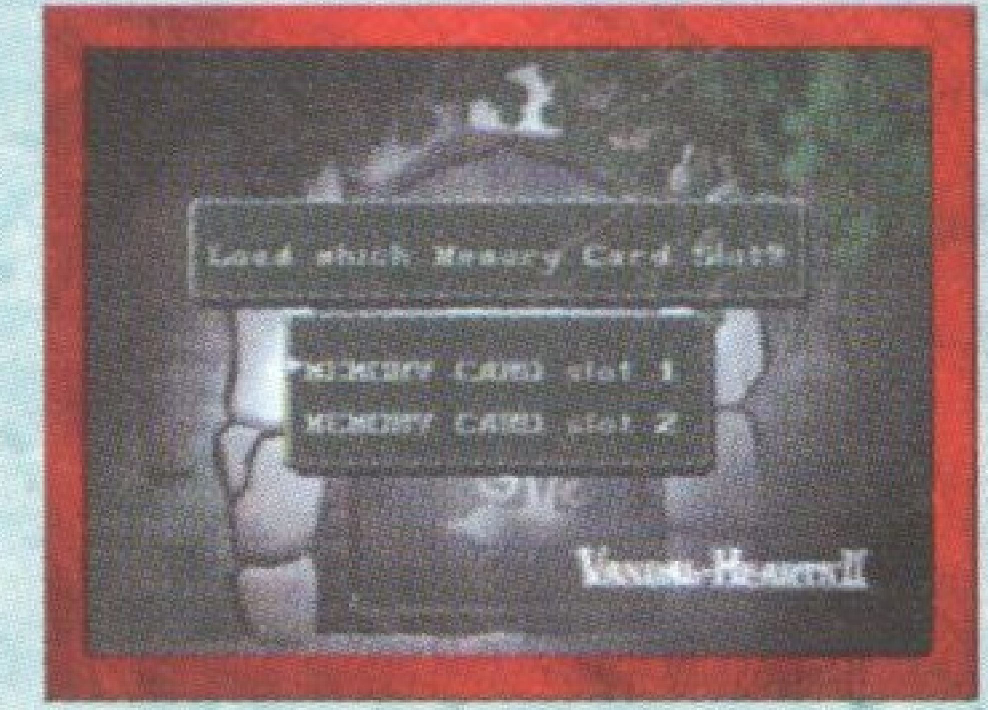
The player advances through the game by basically repeating three modes - World Map, City & Village, and Battle Map. (Event Sequences are frequently inserted according to the progress of the game.)

The World Map

- Equip weapons and armor.
- Exchange in weapon skills.

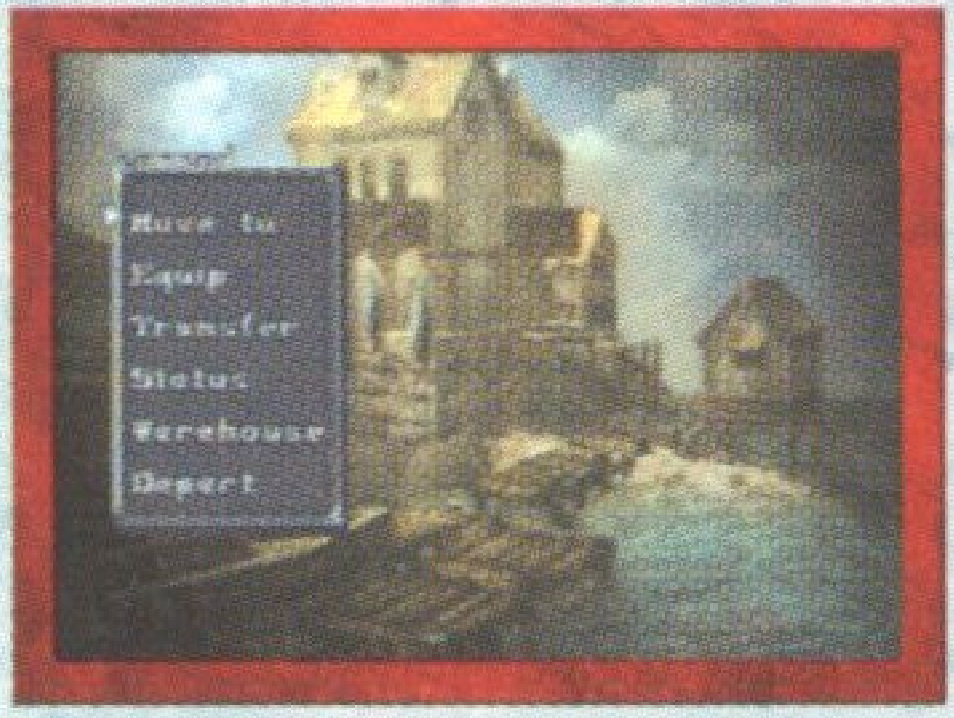


- Move across the Rognant Continent by following access points.



- Save/Load

City

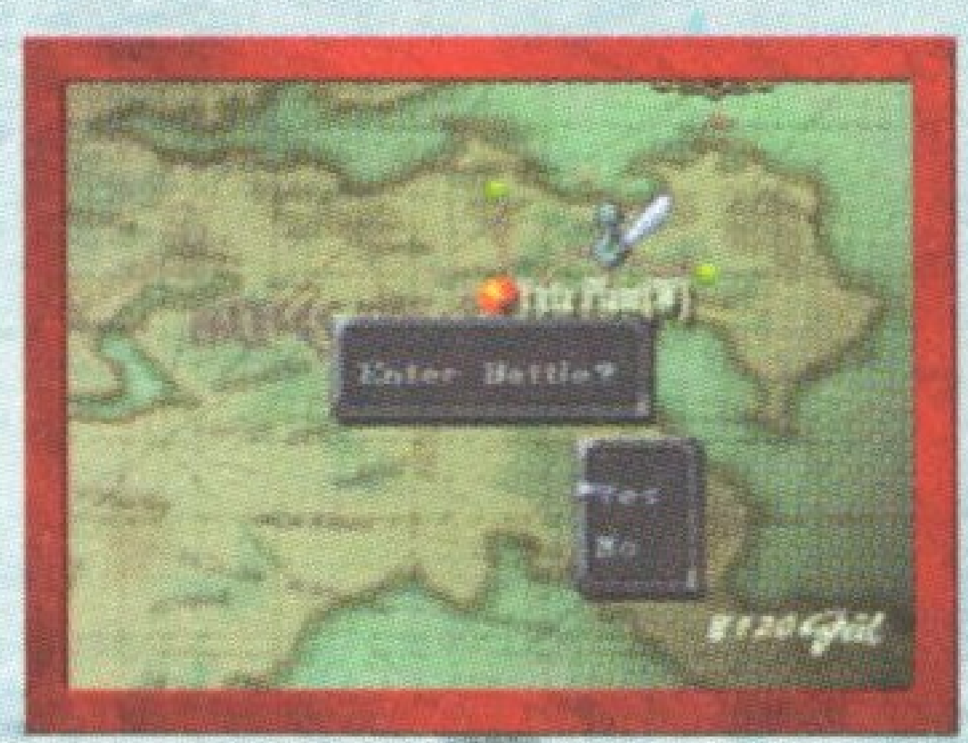


- Buy and sell equipment.
- Gather information at the tavern.

Battle

- There are points in the story at which battles must be fought.
- It is possible to voluntarily enter cleared battle maps in order to search for items or to increase your character's experience points.

Free Battle



- Confirm Battle

Event Sequences

• These are frequently inserted according to the progress of the game.

STARTING THE GAME

The Title screen is displayed after the Konami logo screen. Press the Start button to bring up the Main Menu.

New Game: Start a new game from the beginning.
Continue: Continue from a previously saved game.
Option: Adjust various game settings.

Note: It is also possible to enter the Option mode from the World Map by pressing the × button.

SAVING AND LOADING

Insert a Memory Card into either Memory Card Slot 1 or 2 on your PlayStation game console.

Open MAIN COMMAND in the World Map and select RECORDS.

Save: The Memory Card requires two blocks for a single saved game. (A single Memory Card can save seven game positions.)

Load: Continue the game from a previously saved position. Saved games can be opened from both the Main Menu and the World Map. The Load screen is also displayed at the time of Game Over.

Warning: Ending the Game

The correct procedure when ending the game is to open the disc cover, wait for the disc to stop moving, and then turn OFF the power. The disc will continue to turn if the power is switched OFF first, and may become scratched during removal.

THE WORLD MAP: DETAILS OF THE CITY AND COMMANDS

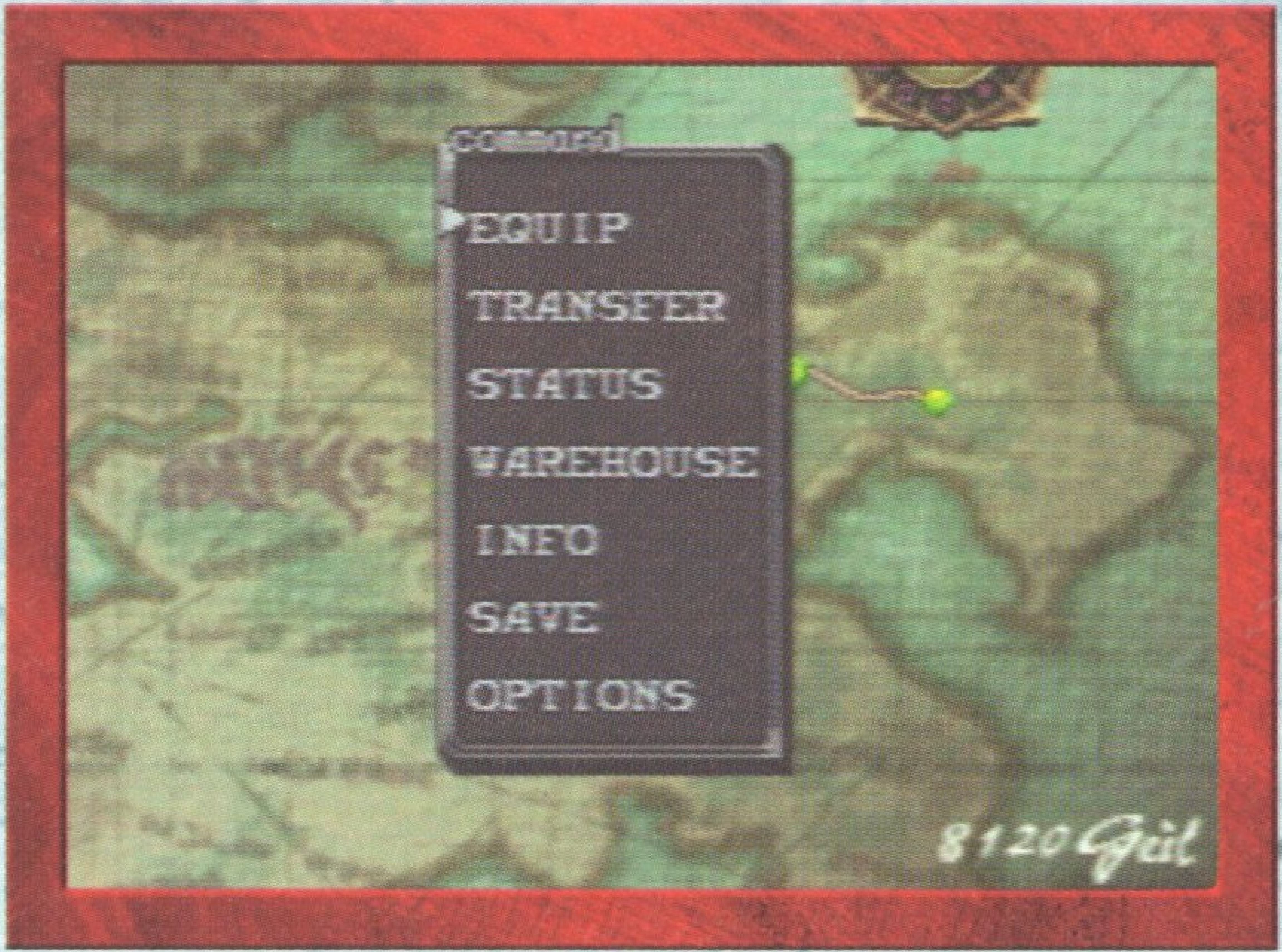
This is the complete map of the Rognant Continent, the site of your adventures. The present location or your character is indicated by a pawn-shaped cursor. The different routes are connected within the movable range, and movement can be affected by specifying a location with the feather cursor. The number of routes increases as the player advances, and the range of possible movement within the continent grows larger. Select your desired location and press the ● button to travel there.

Blue Circle - City
Shops, taverns and other buildings can be found here.

Green Circle - Free Battle Map
This area can be entered and fought in as many times as is necessary to increase your unit's experience points.

Red Circle - Compulsory Event Point
An event will take place here. Battle is always a possibility, and it would be wise to come here prepared!

Gray Circle
Nothing happens at this point.



World Map Commands

Press the Start button while in the World Map to display the main commands. The following commands are available.

Equip:	Equip the unit with weapons, body armor and items.
Transfer:	Take the skill in a particular weapon and exchange it with or transfer it to another weapon (see page 17).
Status:	Check the detailed status of a unit.
Warehouse:	Check possessions.
Story Digest:	Review previous events and gain clues on where to go next.
Save:	Save and load games.
Options:	Change game configurations.

City Commands

Move To: Move through the city.

Equip: Equip the unit with weapons, body armor and items.

Transfer: Take the skill in a particular weapon and exchange it with or transfer it to another weapon (see page 17).

Status: Check the detailed status of a unit.

Warehouse: Check possessions.

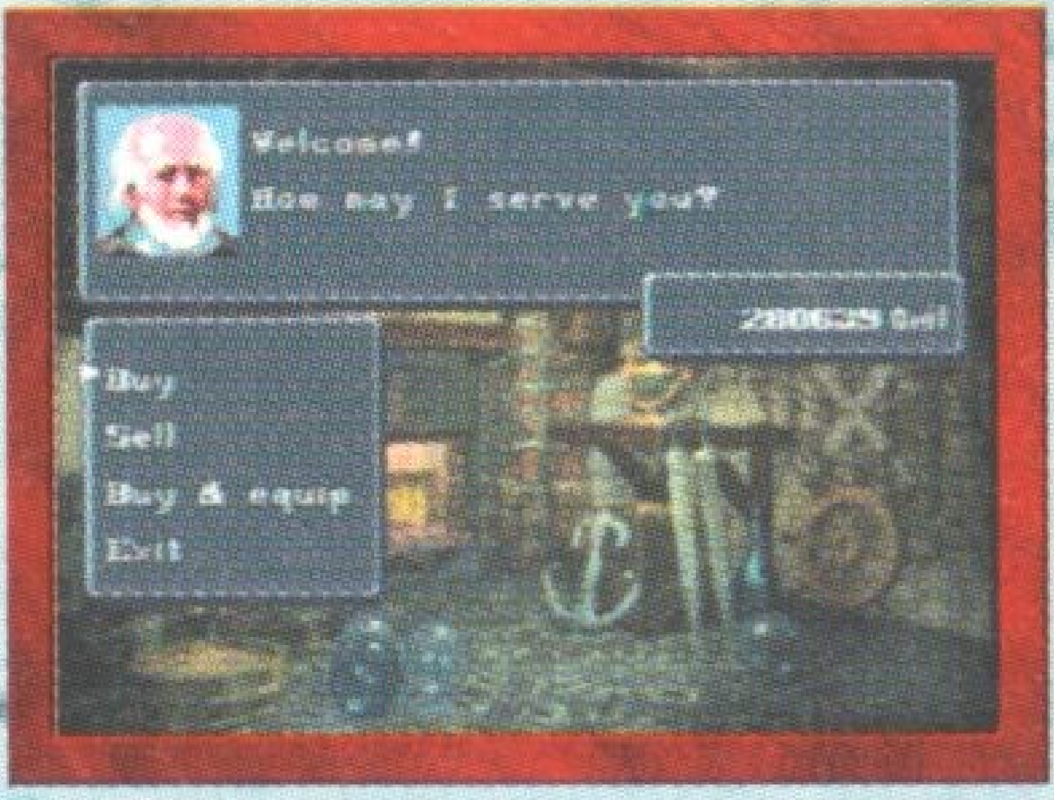
Depart: Exit City.

About the City

In the city the player can engage in activities such as buying and selling items in the shop, and gathering information in the tavern.

Shop: Sell weapons, body armor and items. Since the range of merchandise increases as the game progresses, it is a good idea to stop by from time to time.

Tavern: Listen to the townspeople's conversations. You may come across some valuable information!



UNITS AND CLASSES

About Units

A unit refers to a single character, including the player's character, friendly companions, and enemy characters. Your unit becomes capable of fighting when it is equipped with weapons and body armor. Unequipped units cannot fight. Only the name of the main character (Joshua) can be configured by the player.

About Classes

Six classes - Fire, Ice, Thunder, Wind, Holy and Darkness - exist in the Vandal-Hearts® II universe. Classes apply to weapons and body armor, but not to the characters themselves. When equipment is exchanged, classes change accordingly.

Fire

vs.

Ice

Thunder

vs.

Wind

Holy

vs.

Darkness

In each of the above sets, the two classes are considered natural enemies and have an opposing relationship. This relationship does not influence any class other than the opposing magic class. Since these repelling relationships constitute a rule common to many things including units, weapons, skills and body armor, the player is advised to remember them. The class of each unit can be checked by viewing the character's magic class in the Status screen (see page 23).

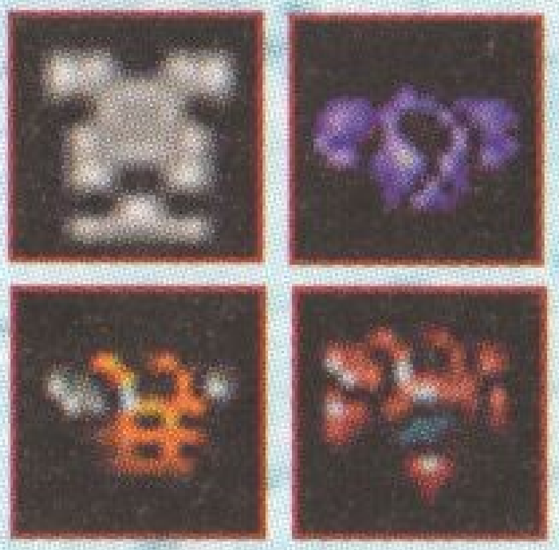
TYPE OF EQUIPMENT

Body Armor

This equipment ranks first in importance due to its influence on most of a unit's basic abilities. The HP, MP, and EP values are almost solely determined by body armor, and the basic values for MV, magic resistance, and terrain/level costs are also dependent on body armor. There are four types of body armor - Simple, Robe, Armor and Wings - and each has its own characteristics.

Simple Type
This type has average HP, MP and EP values, making it well-rounded, but lacking in any special abilities.

Robe Type
The Robe has the lowest HP and is vulnerable to hits. In contrast, the unusually high MP allows the unit to use high MP consumption spells.



Armor Type
Heavy-defense type with the highest HP, this Armor also has high EP and allows easy use of short-range skills. It has, however, a very low MP and therefore spell-type attacks can only be used sparingly. Also, the low MV prevents the unit from entering the brush.

Wings Type
The only flight-capable body armor, Wings has the very best mobility, with high MV as well as the ability to move four levels up with zero cost. Its Achilles' heel is its very low HP. Winged units can also fly over water.

WEAPONS

The type of weapon equipped determines a unit's attack capability; a single weapon can be held in either the left or the right hand, or one in each. Some weapons need to be held with both hands. The following parameters can change depending on which weapon is equipped: ATK, HP (shield type only), AGI, Luck, MV, Weight.

Some weapons are accompanied by a magic class. A direct attack using a weapon with a magic class results in a physical attack accompanied by a magic attack. Example: Attacking with a Meghido Blade results in a Fire Class attack.

There are nine types of weapons, each with its own characteristics. A weapon can be set with skills, and the maximum number of skills with which a weapon can be set varies from weapon to weapon. The power of a weapon skill grows as the unit grows stronger, and the selection of available weapons also increases. *Note: Every weapon has one skill from the beginning.*

Sword Type
Short-range weapon. (Uses skills that require EP.)

Shield Type
Short-range weapon. (Has HP recovery value; increases evasion rate from an enemy attack.)

Special Type
Short-range weapon. (Has many special skills. This weapon cannot be purchased from a shop.)

Bow Type
Long-range weapon.

Dagger Type
Short-range weapon.

Lance Type
Short-range weapon. (Uses skills that require EP.)

Throw Type
Long-range weapon.

Wand Type
Short-range weapon. (Also uses skills of a long-distance magic type that require MP.)

Axe Type
Short-range weapon. (Uses skills that require EP.)

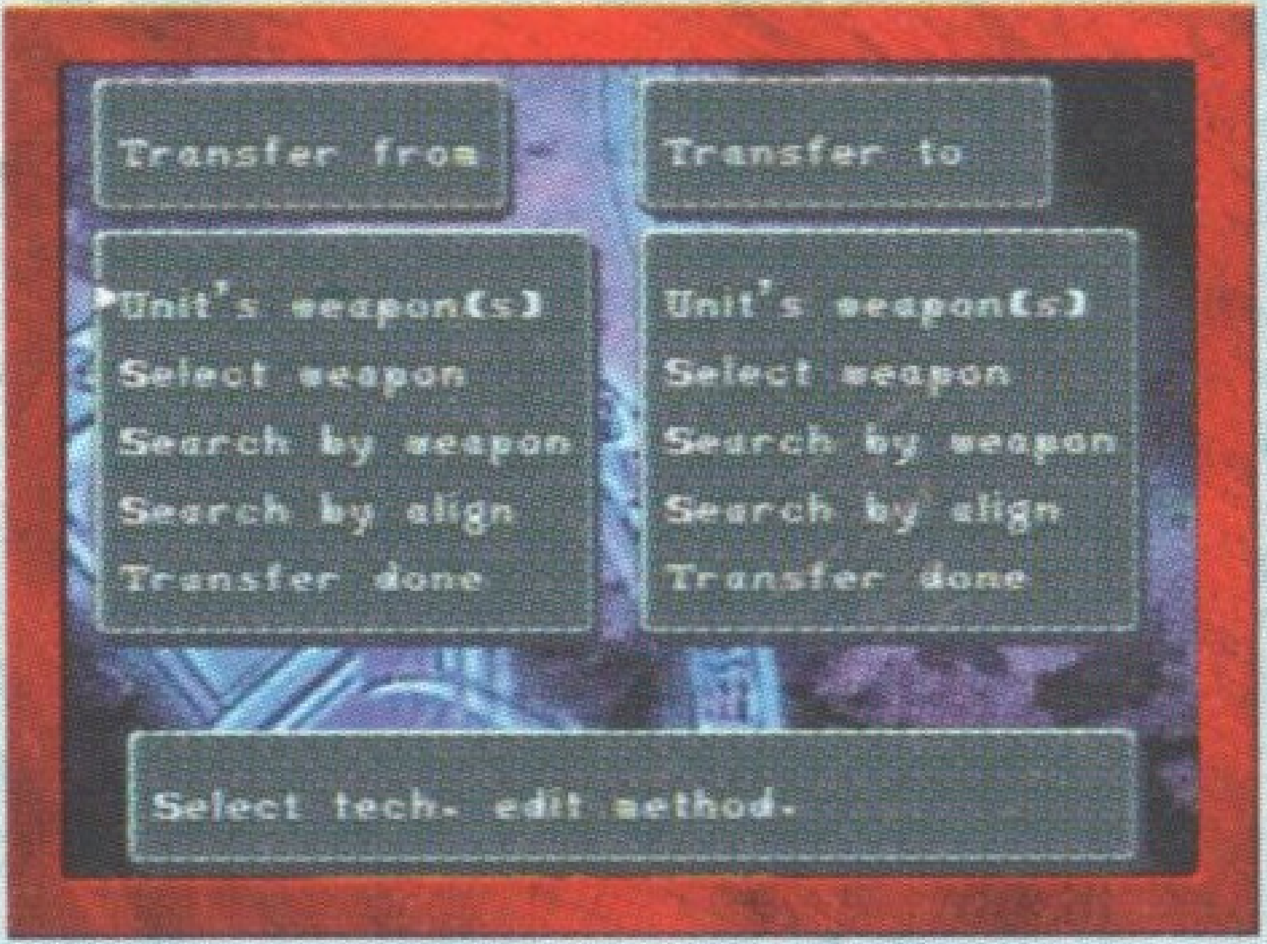
ABOUT TECHNIQUES

"Techniques" refers to various skills and magic available for use by a specific weapon. Techniques are naturally preset into weapons, but a technique that is purchased at a shop for a weapon is in an inactive state and cannot be used until its proficiency points (SP) are at 100%. Once this level is achieved, the technique will become available for use. The proficiency points for a given technique can be earned by equipping a weapon with the desired technique and performing actions in the Battle Map.

- Techniques can take the form of Skill, which requires EP over a minimum level, or Magic, which uses up MP when used. Depending on the type of technique, care is needed in adjusting the equipment so that its conditions of use are fulfilled.
- A large number of techniques are present in this game. Techniques come in a variety of different types and their effects also vary, such as attack magic, healing magic, and attack-aiding magic.

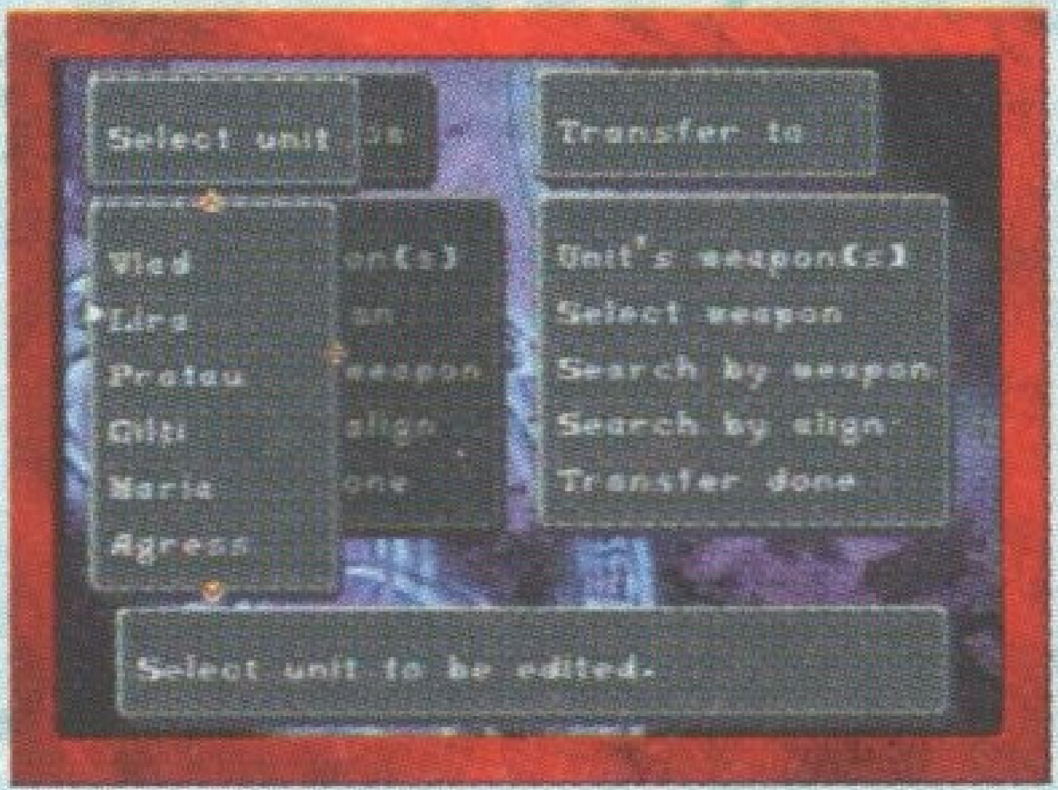
WEAPON CUSTOMIZATION (EXCHANGING TECHNIQUES)

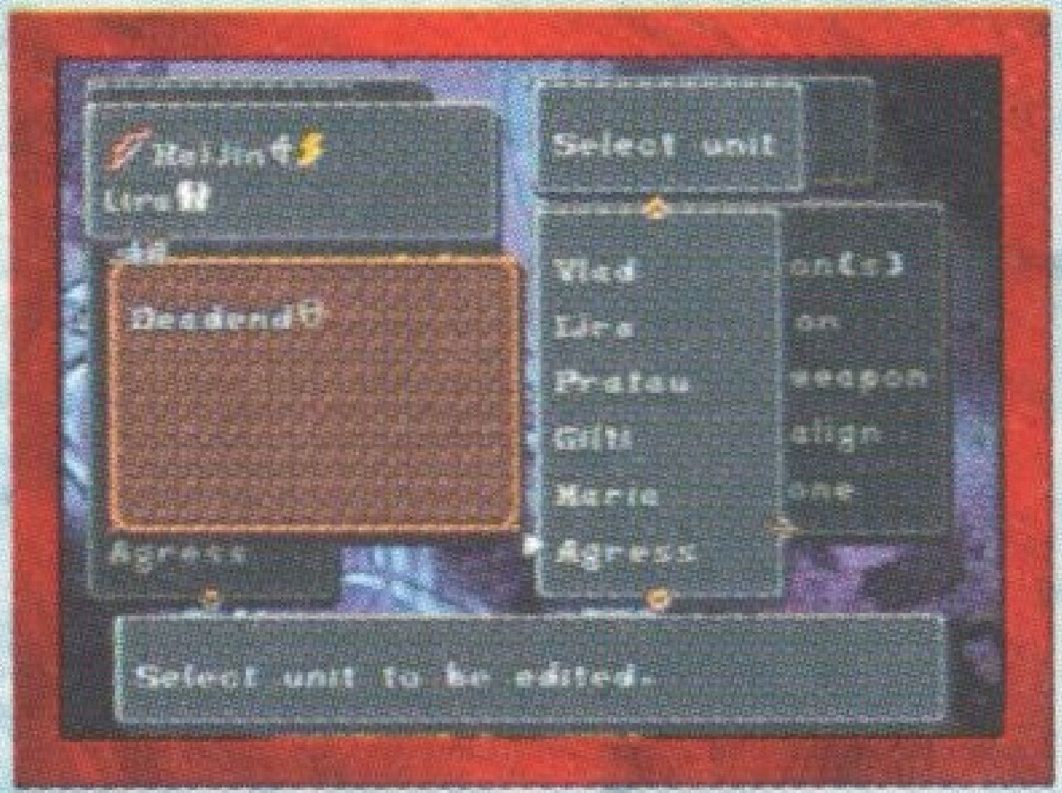
Techniques internalized in a weapon can be transferred to or exchanged with other weapon's. Technique exchanges can be made at any time from the World Map or the City screen, and the player can create an original weapon according to taste by combining favorite techniques. However, there is a limit to the number of techniques that can be set into a given weapon, and no more than the specified number of techniques can be set. This limit varies from weapon to weapon.



Weapons Owned

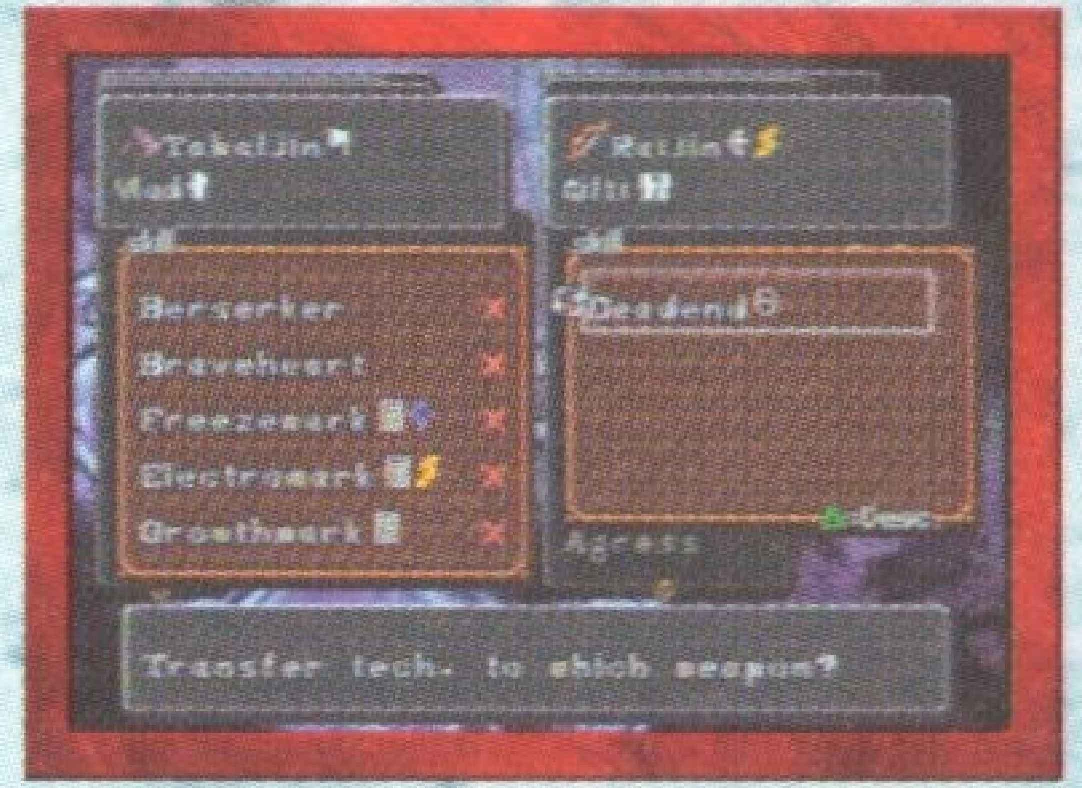
Select the unit to provide the transfer, then select a unit to transfer techniques to. A list of skills currently possessed by both unit's weapons are displayed; target the desired technique with the cursor and perform the exchange. Depending on the type or class of the weapons, an exchange may not be possible. In such cases, an **X** mark indicated in red will be displayed.





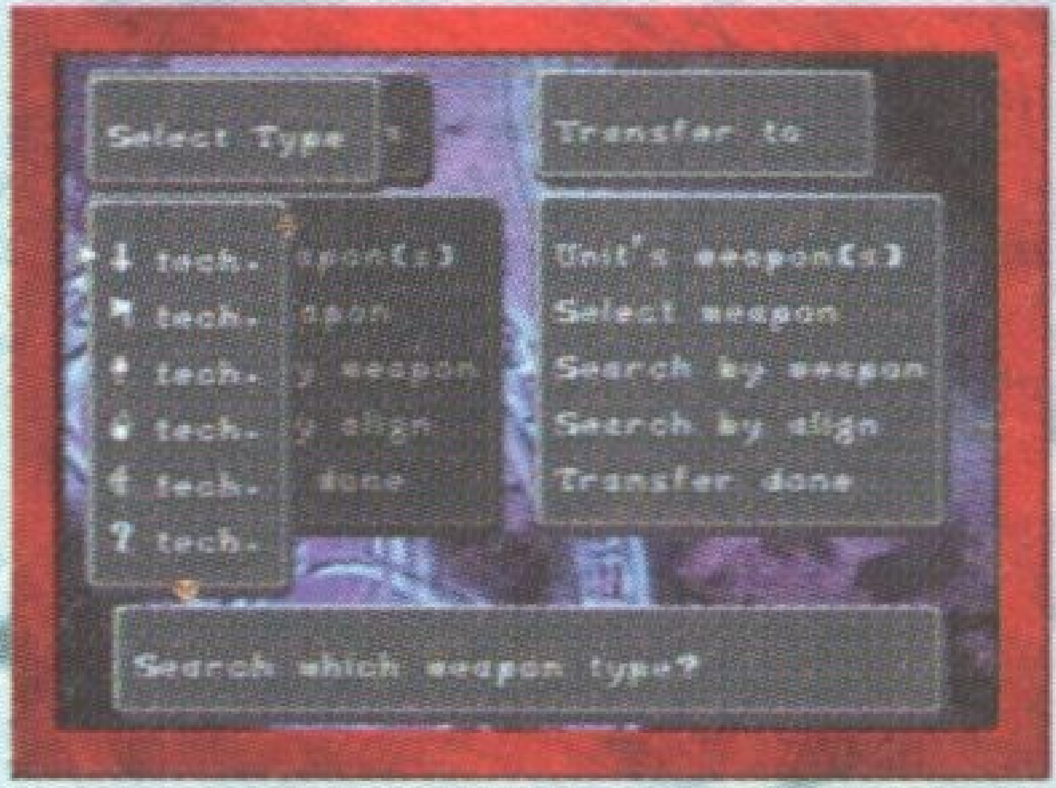
Selecting Weapons

Only techniques for weapons of the same type may be exchanged. Inactive techniques with proficiency points (SP) of less than 100%, or skills set into weapons of dissimilar types, cannot be exchanged. An **X** mark indicated in red will be displayed when no exchange can take place.



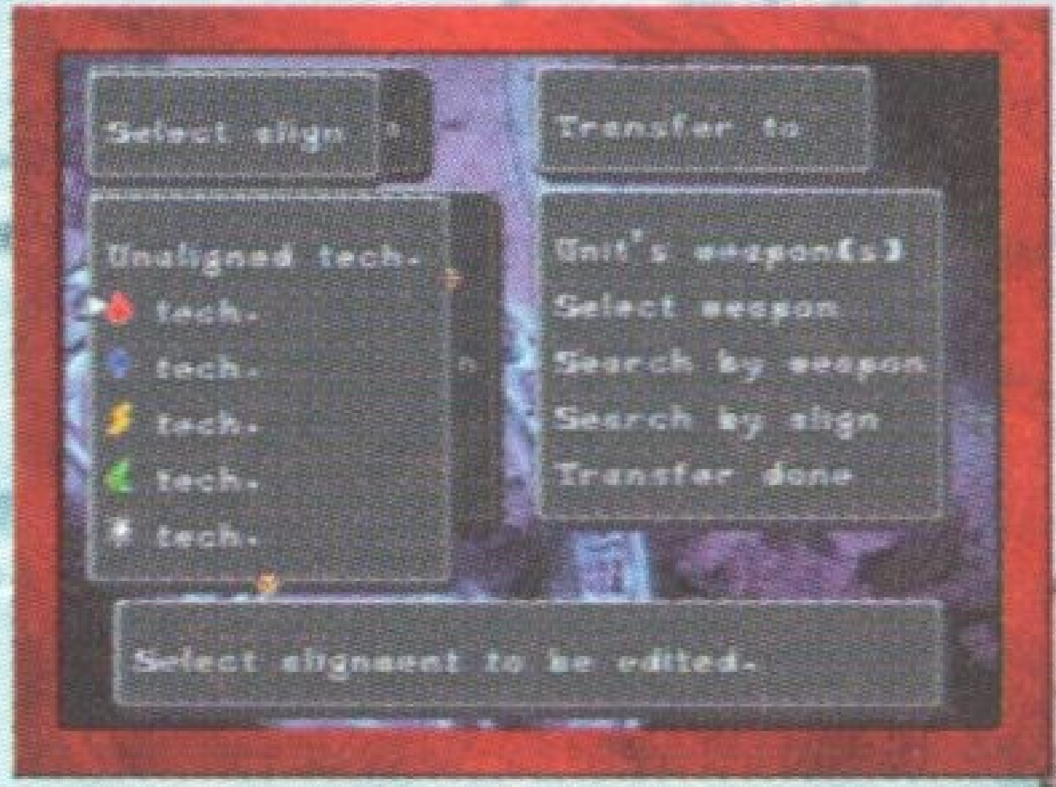
Search for Skill by Weapon Type

This function displays currently possessed techniques, categorized by weapon type, making it easier to find your favorite techniques for exchange purposes. Only skills for the same weapon type may be exchanged.



Search for Skill by Magic Class

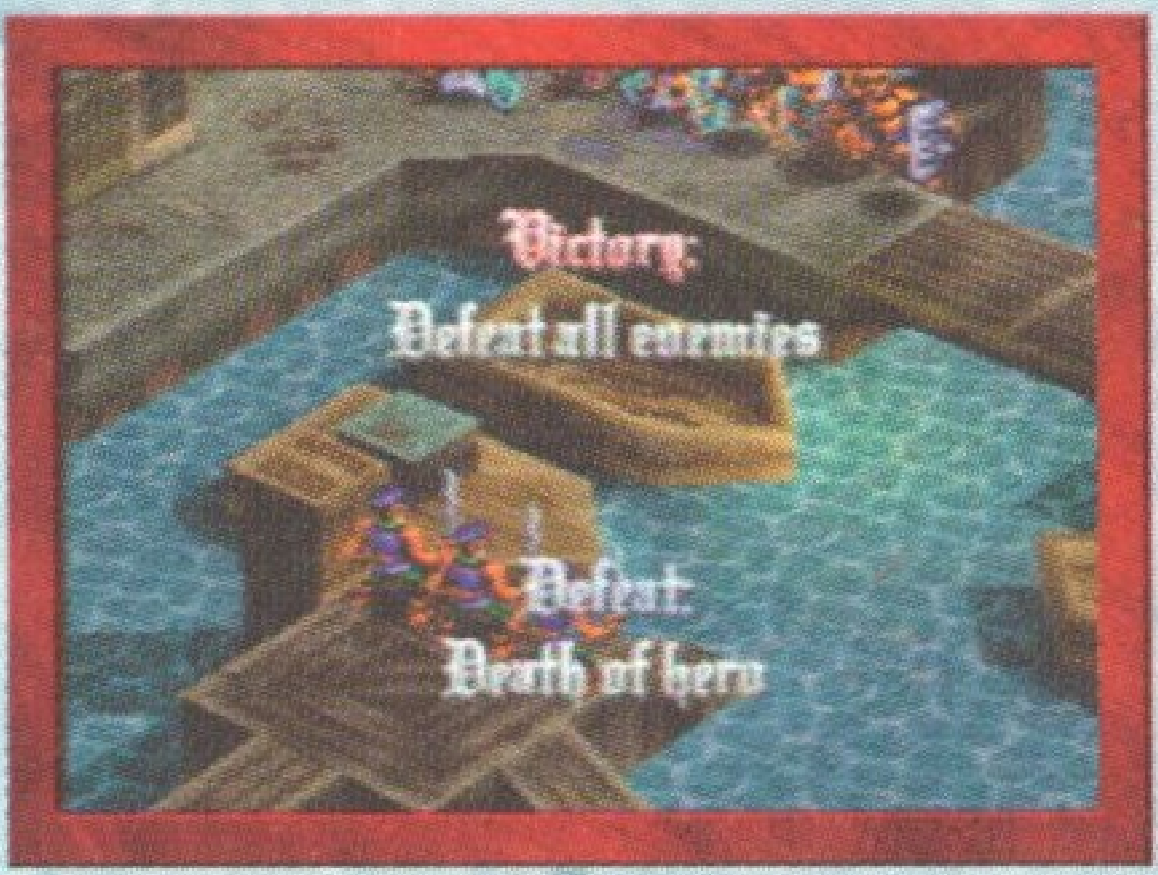
This function displays currently possessed techniques, categorized by magic type. Techniques belonging to opposing classes may not be exchanged. An **X** mark indicated in red will be displayed when no exchange can take place.



BATTLE SYSTEMS

Battle Basics

- Once the player enters the Battle Map, conditions for victory and defeat are displayed. The stage is cleared if the victory condition for that map is met, and the game is over if the defeat condition for that map is met.



- The default placement positions for the units may be modified at the start of the battle. Changes can be made within the specified range. Select a unit with the ● button, and press the ● button again at the unit's new, desired position. Press the Start button to exit this screen and enter the battle!

- This game uses a special battle format. When the player moves a single unit, the CPU (enemy force) simultaneously moves a unit. The battle involves forecasting the opponent's next move one move at a time, much like chess.

About Butting

When both the player and the CPU attempt to move into the same spot, the two parties end up clashing, or "butting," once the moves are complete. In the case of butting, the unit with the lighter weight is bumped out and his move is canceled.

Example Using a Single Unit

1. The player thinks about which unit to move. At the same time, the CPU (the enemy force) calculates which unit to move. At this time, neither side is aware of the other's plans.

2. The CPU (the enemy force) determines what commands to give to which unit. (The player is not aware of the decision.)

3. The player enters his or her commands.

4. The screen splits; both the player unit and the enemy unit move at the same time.

5. The Act command for the unit with the faster AGI (the speed of the unit) is activated.

6. The Act command for the unit with the slower AGI is activated.

All of the above constitute a single phase. When all units have gone through one phase each, one turn is said to have been completed. When one force has a greater number of units, the units remaining on that side will each perform their actions one at a time. After every unit has completed their phase, the next turn is commenced. Commands are dispatched to every unit once again, and this process is repeated until either the victory condition or the defeat condition is met.

Battle Commands

Using weapons to attack enemy units will increase the level of the EP meter of the attacking unit. (The starting level at the beginning of the battle is half of MAX.) The HP and the MP are at MAX level at the beginning of the battle.

- This game is a battle simulation that employs the dual turn system (see pages 19-20 for more), where the units are moved one by one. The enemy is defeated by using commands such as Move, Action, Attack and Tech. A single unit cannot perform more than one action during one turn. A unit's action commands can roughly be divided into Move and Action. It is possible to Action after making a Move, but not possible to Move after an Action.

Move: Select to move the unit. Specify within the flashing movable range.

Action: Select to make the unit perform a specific action such as Attack, Tech, Item and so on. Specify a target within the flashing range.

Attack: Select to perform physical attacks. Specify the right or left-hand weapon before attacking; the distance and levels encompassed by the attack differs from weapon to weapon. The hit percentage and damage rate is the highest for attacks aimed at the back of the unit, followed by the side, with attacks to the front being the least effective. Attacks inflicted from a higher elevation to a unit at a lower elevation will also increase the amount of damage inflicted. However, when the enemy is equipped with a shield, his attack evasion rate is higher for attacks aimed toward the side holding the shield.

Tech: Select to use a skill set into a weapon. Select from among skills currently usable. Some skills will require a minimum level of MP or EP. Skills marked with * automatically take effect solely by virtue of being set into the weapon, and therefore cannot be selected here.

Item: Select to use an item. There are a variety of items available, including potions to aid HP recovery. This command is not displayed when the unit has no items.

Wait: Select to end the action command without doing anything.

Status: Select to display the Status screen for the unit (see page 23).

Battle Support Effect

When you launch a physical attack in the Battle Map, the presence of a friendly unit immediately neighboring the target enemy unit increases your attack power due to support effect. The support effect is heightened with each additional friendly unit in a neighboring spot.

About the Battle Main Command Window

Press the ● button on the landscape when there are no units present to display the commands Zoom, Ally, Enemy, Overall Map, Status, Option, Objective, and Turn End.

Status

A unit becomes stronger by gaining experience in battle. The Status screen for each unit displays the following detailed information.

Name: The name of the unit. (A unit with a HELP tag after its name is a guest unit that appears during the course of the story. Guest units cannot grow, and their equipment cannot be modified.)

LV/EXP: The level of the unit. The unit moves up to the next level once EXP reaches 100. (The maximum value for HP, MP, EP, AGI, DEX and Luck rises with each level increase).

HP: The strength reserve of the unit. When HP is drained to zero from battle damage, the unit is removed from the field.

MP: The magic power of the unit. Magic skills, when used, consume a specific amount of MP. The MP meter is at a maximum at the start of the battle, and goes down each time magic is used.

EP: The morale, or the will to fight, of the unit. Some skills cannot be used unless the EP has reached a certain minimum level. The meter is at half of maximum at the start of the battle, and goes up with each weapon attack.

Move: The mobility of the unit. This is the distance the unit can move in a single turn during a battle.

ATK-R: The attack power of the weapon held in the unit's right hand.

ATK-L: The attack power of the weapon held in the unit's left hand.

AGI: The agility of the unit. This value has an effect on attack hit rate as well as the dual turn attacking order (see page 19-20 for more information).

DEX: The dexterity of the unit. This value affects the evasion rate from an attack.

Luck: The luck of the unit. This value affects the rate at which critical hits appear.

Weight: The weight of the unit. This value has an effect when butting takes place (see page 26 for more information).

Magic Def: The unit's ability to resist magic from each of the Fire, Ice, Thunder, Wind, Holy, and Darkness classes. A "○" indicates the unit's resistance to that class while an "**X**" shows vulnerability; "**–**" marks an unrelated class.

Land Cost: The cost incurred in moving through a particular terrain. The higher the number, the more difficult the terrain is to walk through.

Ht. Cost: The cost incurred in climbing up to higher levels. The higher the number, the more difficult the level difference is to clear. Be aware that there is a limit to the amount of level difference that can be cleared. No cost is incurred in moving down levels.

Note: Press the ▲ button while [▲ button=guidance] is displayed on the lower right of the screen to display a detailed explanation about the content of the cursored location.

About the HP, MP and EP Limits

HP (physical reserve), MP (magic power) and EP (morale) limits refer to the maximum level of each that a given unit can call forth.

Example 1: A unit with an HP limit of 150 equipped with 200 worth of HP has an HP of 150.

Example 2: A unit with an HP limit of 150 equipped with 100 worth of HP has an HP of 100.

ABOUT THE CHARACTERS

Joshua - the Main Character (age 20)

A farmer's son in the village of Polata, a forgotten corner of the Natra Kingdom, he was orphaned early in his life and reared by his uncle Kordif, the village mayor. Owing to the progressive ideas on education held by Kossimo, the previous laird, Joshua grew up alongside Adele, a scion of the aristocracy, as her childhood companion. However, with the arrival of adolescence, he started to have romantic feelings for her. At the same time, the dawning realization of their different stations in life now proves disconcerting to him.

Joshua at Age 13

Adele (age 21)

The chatelaine of the House of Byron, laird of the Polata village. Though she has genuine feelings for her childhood friend Joshua, her decisive and outspoken nature, irritated by Joshua's mixed signals, often lands them into heated quarrels.

Adele at Age 14

Clive (age 14)

One of Joshua's childhood companions and the son of the local tavern keeper. A noted prankster with a practical, action-oriented take on life, he is a friendly extrovert with a strong build. Rumor has it that his heart is set on Rosaly.

Cardinal Ladorak (age 47)

A member of the Holy Order sent from the Nirvadia Church State, his plan is to take advantage of the disorder sown by the Kingdom's civil unrests and mastermind Natra's reunification with the Church State. On the strength of that accomplishment, make a bid for the Throne of Nirvath—the Popehood of Nirvadia.

Nicola (age 24)

A traveling swordsman with an air of mystery, he wins the trust of Joshua and others with his ascetic yet sensible ways. However, he is not what he seems...

Rosaly (age 14)

Joshua's foster sister. A sweet and introverted girl. She has feelings for Joshua that go beyond sisterly regard.

Jacob (age 25)

The leader of the elite band of Knights Protector (also known as the Blood Knights), Cardinal Ladorak's eyes, ears, and iron fists. Jacob's loyalty to the Cardinal, his savior from an unhappy past, is absolute, as is his indifference to the acts of terror he carries out to fulfill the Cardinal's goals.

Agatha the Queen Mother (age 38)

A veritable Black Widow, she plotted with Ladorak to bring about the previous king's untimely demise in order to place her child on the throne and the true power over Natra in her own hands.

Yuri (age 12)

One of Joshua's childhood companions and a boy of rare intellect, known widely as a prodigy. Though frail and mostly passive, he also shows himself a highly capable observer with an eye for detecting the true nature of things.

VANDAL HEARTS® II Q&A

Q My skill is active, but I can't use it! Why not!?

A Some skills need a specific level of MP or EP before you can use them. A unit's MP and EP are decided by the type of body armor, so you need to select a body armor that suits the skill you want to use. For example, if you want to use skills that require MP, try a Robe type armor.

Q How do I open a treasure chest?

A Use the Unlock skill. You'll have to find out for yourself which weapon is set with Unlock.

Q I loaded a game for the first time in ages but I can't remember where I was in the story.

A Review Story Digest under Information in the World Map menu. By the way, History/World Affairs under this item updates its content according to the game situation, so check it out once in a while!

Q Every time I take a shot at an enemy, the unit ends up moving and my attack misses! Help!

A Second-guessing the enemy's next move is critical in dual turn battles. Enemies have a tendency to follow these behavioral patterns:

1. The enemy targets opponents with low HP.

2. The enemy prefers to attack from the side rather than the front, and from the back rather than the side.

3. The enemy prefers to attack from a higher ground level.

Remember that it's also important to follow the enemy's movements and attack range closely.

Credits

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Consumer Support

If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint & Tip Line for help on this software and all the fine Konami products.

Konami Game Hint & Tip Line:
1-900-896-HINT (4468)

- ☎ 95¢ per minute charge
- ☎ $1.25 per minute support from a game counselor
- ☎ Touch tone phone required
- ☎ Minors must have parental permission before dialing

Hints are available 24 hours a day. Live support Monday-Friday 9:00 A.M. to 5:30 P.M. Pacific Time. Prices and availability are subject to change, U.S. accessibility only.

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